

ABSTRACT OF THE DISCLOSURE

A network game system includes a game server in which a plurality of players respectively operating a plurality of portable communication terminals are registered in advance. When any one of the players logs in the game server through a communication
5 network, a game is supplied to the portable communication terminal of the player. A game screen is shown on a display, and both characters in the course of logging-in and logging out are displayed on the game screen. If the player selects the logging-out character, a selection signal is transmitted to the game server. The game server transmits a log-in operation request to the portable communication terminal of the player operating
10 the selected character.